Current State	Reported Condition	Resulting State
Suspect	Missing	Missing
Suspect	Offline	Offline
Suspect	Broken	Broken
Suspect	Attribute Changed	Attribute Changed
Suspect	Needs Attention	Needs Attention
Suspect	Moved	Moved
Moved	Normal	Moved
Moved	New	Not Valid
Moved	Missing	Missing
Moved	Offline	Offline
Moved	Broken	Broken
Moved	Attribute Changed	Attribute Changed
Moved	Needs Attention	Needs Attention
Moved	Moved	Moved

Of course, those skilled in the art will appreciate that other embodiments might have different resulting states, depending on the current state and reported condition of a component. Moreover, it will of course be appreciated that other embodiments may use other states instead or

5   in addition.

No HistoryData objects are generated for components whose status is "Normal." Nor are any generated for those whose state is "Not Valid." In the event the resulting state of a component is

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the latter, the manager service 38 generates a notification to the operator/administrator and/or to a log file, at the same time removing the component from the topology representation.

5   When the operator/administrator requests a topological display of the SAN, e.g., of the type shown in FIGURE 26, the manager 20 can generate graphical objects 153, and so forth, representing components (and interrelationships) in the internal model 125. It can, then, scan the objects in the HistoryData object database 128 to determine which graphical objects require color-coding or other modification to indicate the "new," "suspect," "missing" or other statuses. Those skilled in the art will, of course, appreciate that the display generation can proceed in 10   reverse or other order based on the content of the stores 125 and 128.

Likewise, when the operator/administrator requests that the model display 151 be updated to "clear" or incorporate the changes indicated by color coding (or otherwise), e.g., to no longer highlight Components 3 and 6 as new, to no longer display missing Component 4, and to no 15   longer display suspect Component 2, the manager 20 scans the store 128 to determine which graphical objects in the display 151 require updated display (e.g., with no highlighting).

In the illustrated embodiment, a different action is taken depending on the particular state of each displayed graphical object. For example, the table below list some exemplary states of objects in 20   a SAN representation 151, and the actions taken upon administrator/operator request for updating.

Object's Current State	Action Taken
Normal	(no action)

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New   Change the state to "Normal"

                                   and delete HistoryData object)

Missing   Remove the object from the model

                                   and delete HistoryData object)

5   Suspect   Change the state to "Normal"

                                   (and delete HistoryData object)

Off-Line   (no action)

Broken   (no action)

Attribute Change   Change the state to "Normal"

10   (and delete HistoryData object)

Moved   Change the state to "Normal"

                                   (and delete HistoryData object)

Needs Attention   Change the state to "Normal"

                                   (and delete HistoryData object)

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In addition to use in connection with presentation of the display 151, objects in the HistoryData

store 128 can be used by the manager 20 in connection with internal determination of the SAN

topology. For example, the manager 20 can send requests to the agents for re-scanning of

components identified as "suspect." By way of further example, the manager can wholly or

20   partially delay processing of "new" or "missing" components pending acknowledgement by the

operator/administrator via the aforementioned clear history operation, or the like.

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